

THE EYE SHIELD

Issue 3

June 1996

50p

THE EYE SHIELD GOES STORY MAD INSIDE !



TWO BRAND NEW STORIES INSIDE!
GET READING BEFORE THE FRIGHTKNIGHT GETS YOU !!

ALSO INSIDE ! KNIGHTMARE FULLY REVIEWED !!!
AND !!!! NEW KNIGHTMARE NEWS PAGE !!!!

Message from Me...

Welcome once again to The Eye Shield ! This third issue contains plenty of new features which I'm sure you'll enjoy, as well as the regular favourites. Sadly, there is no interview this time - but that should all change in issue four as there are several "in the pipeline"! Sales are now better than ever (almost 30 would you believe !) as viewers are still responding to the ad. on the Sci Fi channel. This means that for the first time I have been spoilt for choice with the many contributions sent in by readers. Please don't feel disappointed if your efforts are not printed in this issue, but there really has been a great deal to choose from. I shall be keeping everything that is sent, so you may yet see your contributions in later issues! I have actually finished this issue early, as demanded by my studies. This does mean that I'll have plenty of spare time to finish issue four, when my exams will be long gone !

I hope you enjoy the Nightmare News feature on pages three and four - this may not be a regular feature, depending of course upon how much Nightmare news there is ! Look out also for the first part of the excellent Nightmare Review, written by staunch fan Harjinder Lall. You might spot the "deliberate mistake" when the review mentions C.I.T.V appearances by Nightmare stars - can you name the pair of characters that appeared before series four ? They aren't mentioned in the review !

One final point - Transworld, the publishers of all of the Nightmare books, have kindly sent me an enormous parcel-full of copies of "Lord Fear's Domain" - the most recent Nightmare book. This means that any one who gets something printed from now on will receive a copy, now you have no excuse !!

That's all for this issue, keep writing in with your contributions, and don't forget to let me know what you think of issue three !

Until next time,

A handwritten signature in black ink, appearing to read 'Paul', with a stylized flourish underneath.

KNIGHTMARE NEWS

PICKLE SPOTTED IN FIELDS

David "Pickle" Learner has been appearing in "Fields" - dubbed as "A musical tale of mud and mystery". The show toured East Anglia as part of the Eastern Angles theatre company, from February to May. For more details of Eastern Angles, write to them at Sir John Mills Theatre, Gatacre Road, Ipswich, IP1 2LQ. You can also phone on (01473) 211498

PICTURE PUZZLE FINALLY SOLVED

Eye Shield reader Cathrine Jackson has offered a perfect explanation for her mysterious picture featured in the first issue. If you remember, Cathrine composed "The Dragon Queen" (see the sequel on page five !). The picture was, in fact, the magical symbol of the Dragon Queen herself.

Try touching the symbol - who knows what could happen !!

P.S. Thanks to Cathrine for the excellent Frightknight picture on the cover !

FANZINE READER HEAVEN !

If you enjoy reading this fanzine, why not become a full time fanzine reader.

Janet Ellicott has a large number of fanzines always available on every subject from *The A-Team* to *Zorro* (especially all aspects of *Star Trek*). Janet also publishes her own 'zines: *Adzine*, *Frak*, *Amare* and *Depth Charge*, and agent for Bill Hupe & Peg Kennedy, Nut Hatch Press, Bjo Trimble and Bernice Russell, as well as UK editors. Various second-hand 'zines are also available.

Actors credits can also be researched (write for details)

P.S. Please mention The Eye Shield when replying !!!!!

A DENTAL KNIGHTMARE

Once again, David Learner has provided some interesting Nightmare gossip.

Apparently, former Nightmare actor Lawrence 'Cedric' Werber has found himself a new profession ! Yes, Lawrence Werber is now a dentist, which conjures up some frightening images. "Open wide, dogsbottom !" - it really doesn't bear thinking about !

BOARDGAME COMPETITION WINNER !

Congratulations are in order for Chris Griffin of Bedminster in Bristol. Chris has won the excellent Nightmare boardgame after the competition in issue two. Thanks to everyone who entered (all eight of you !!) and look out for more Nightmare competitions in future. In case you're interested, the competition answers are

1. Lord Fear, Ah Wok, Rothberry and Sir Hugh de Witless were all played, of course, by Mark Knight !
2. Lord Fear's reptillian, tuna-breath assistant-ness is Lissard.

NEW NAME FOR HEROIC CONQUEROR

As you all know, Nightmare's dungeons were rarely beaten - those who won through and conquered all would go down in history as great heroes - destined for a life of

heroic deeds and dragon-slaying. Well, one of those winners was a certain Julian Smith - who became the second winner **ever**, in series two. It may interest you to know that Julian is now known as Jason Dexter Karl, and he is a fully-fledged actor ! You learn something every day.....

THE DRAGON QUEEN RETURNS

I'm sure you all remember Catherine Jackson's Dragon Queen stories in the first two issues. If you enjoyed them, you're sure to enjoy this sequel.....

As the snow drifted down outside, Treguard sat by the warm fire in Knightmare Castle - clutching the crystal ball given to him by the Dragon Queen. Months had quietly passed since the battle with Lord Fear, and as Treguard thought back to those events a frantic knock on the door gave him quite a fright. Without the hibernating Pickle, Treguard reluctantly left the warmth of the fire, and opened the door himself to find Merlin shivering in the snow. Merlin told Treguard why he had visited, as he recovered before the roaring fire.

"Do you still have the crystal ball from the Dragon Queen?" asked Merlin. Treguard nodded.

"Good" said Merlin

"because Aesandre and Lord Fear have been seen speaking together in the Crystal Caverns".

"Lord Fear is plotting revenge for the battle, and it is rumoured that they have found the legendary Crystal Knight - if they find out how to use his powers, they will be unstoppable, unless the Dragon Queen can help us".

Treguard attempted to communicate with the Dragon Queen, using the crystal ball.

"I am here Treguard" whispered the Dragon Queen "how can I help you?"

Treguard explained the situation, and the Dragon Queen agreed to join Treguard and Merlin at Knightmare Castle.

"What can you tell me about the Crystal Knight?" asked Treguard. Merlin was unsure

"Very little I'm afraid - it is an enchanted being, bound by magic - if it is released, there is no telling what damage it could cause".

Treguard thanked Merlin and warned him to avoid this particular battle "stay here, by the fire - I will wait for the Dragon Queen, so wish me luck!"

Soon enough, Treguard and his accomplice were hurtling through the wintry skies on the back of a particularly powerful dragon. As they landed near the Crystal Caverns, the Dragon Queen was concerned

"I can sense trolls nearby - we must move quickly before they catch our scent".

Treguard spotted an opening in the giant crystal planes "here is a cave, come on - this must be the way to the great caverns".

As they entered the cave they were presented with various doorways and openings,

"This one" said the Dragon Queen "I can sense great power beyond this portal".

Treguard had to agree, and they both passed through the dark entrance with more than a hint of fear. Treguard became increasingly concerned as they headed down a long, dim corridor "Is that a frightknight in the distance?" he asked.

"I'm not certain" replied the Dragon Queen "but tread carefully just in case".

Suddenly Lord Fear's image appeared before them, with a mocking smile across his lips. "This is no frightknight" he bellowed "I think you both know which knight this one is". With a blood-curdling cackle and a blinding flash, the evil image shimmered away. This was indeed the fearsome Crystal Knight, and far beyond - at the back of the cavern, stood Lord Fear and Aesandre - gloating smugly at the awesome task ahead of the two brave warriors.

The Dragon Queen stepped bravely forward, and faced up to the glimmering Crystal Knight, which advanced menacingly towards them. In a crackling burst of magic, the knight was knocked back by the power of the Dragon Queen. Amazingly, the Crystal Knight turned around and began to advance upon Lord Fear and Aesandre - cornered at the back of the cave. There was another blinding flash of magical power as the evil partners disappeared, along with the Crystal Knight.

Treguard was dumbfounded "how in the underworld did you manage that ?!". "I used a simple subversion spell " smiled the Dragon Queen "the knight then turned against his own leaders !"

Treguard and the Dragon Queen left the caverns triumphantly, and as they returned to Knightmare Castle, Treguard was extremely grateful to the Dragon Queen for her efforts. Back at Knightmare Castle, the Dragon Queen departed quickly, in yet another flash of magic, leaving behind no more than a tiny, baby dragon. Merlin joined Treguard and placed the baby dragon in the palm of his hand. "Where did she go ?" asked a confused Treguard. "She will be drained" replied Merlin "she must rest now, this baby dragon will stay with you until the Dragon Queen recovers".

Soon, Merlin left the castle, leaving Treguard by the fire once more, able to look back on yet another brave act by the Dragon Queen. As he looked at the baby dragon, he wondered if the Dragon Queen would ever return.....

THE END ?????

PUZZLE PAGES

With so many to choose from for this issue, I have decided to select a variety of puzzles from different readers. Cheats and losers may refer to page 19 for the answers !

First up is Jonathan Lee of Wallasey, Merseyside with his scrambled Knightmare characters !

1. ROHDSRSI
2. CEPLIK
3. JDIMAA
4. RIEMLN
5. GTARDUER
6. ETMOYL
7. LOFLY
8. FRIKNSMOFERN
9. RRTOHEYRB
10. GEBOERTSRTRNAH

Next is a decidedly tricky quiz from Jake Collins of Harpenden. Take it away, Jake !....

1. Name the first wall monster ever to appear on Knightmare.
2. Now name his rocky friend, from those early years !
3. Series 2, Level 2 - The _ _ _ _ _ of Doom.
4. Tom Karol played Olaf in series 2&3, and The Dwarf in series 2. Can you name the character he played in series 3 only ?
5. Red wall monster in series 3.
6. Monk #1
7. Monk #2
8. Monk #3
9. The lake in Dunkley Wood (series 4)
10. _ _ _ _ _ the Goblin Master.
11. Aesandre of _ _ _ _ _ .
12. Sidriss' father.
13. Which character appeared only in series 6, and collected passwords ?
14. Can you give Majida's full name ? (Extra points for not twisting your tongue !!)
15. The knife maiden of series 8.

The puzzles continue! All puzzles (and fabulous artwork) on this page are courtesy of Tim Morris from Stoke-on-Trent, the first of which is our customary Knightmare wordsearch !



R	Q	S	P	E	A	R	S	Z	N	P	M
X	H	H	I	L	C	H	A	L	I	C	E
U	E	A	R	D	A	B	T	D	C	B	L
Y	L	L	T	O	R	T	M	R	F	R	L
L	M	I	V	B	O	I	Q	O	N	A	I
L	E	C	S	P	A	D	S	W	W	N	S
O	T	E	L	F	L	B	X	S	O	G	A
F	Z	P	U	E	I	K	G	A	R	W	N
S	I	W	I	G	H	T	S	I	C	E	D
K	O	H	M	I	L	D	R	E	D	N	R
U	S	P	R	I	T	E	H	S	R	B	E

CLUES:

1. The Hall of _ _ _ _ _
2. Quest #1
3. Quest #2
4. Merlin's healing spell
5. The confuser's daughter
6. Velda's race
7. Dungeon witch
8. Quest #3
9. Female wall monster
10. Quest #4
11. Maiden (Series 3 & 4)
12. Jester (Series 1 & 2)
13. _ _ _ _ _ of energy
14. The _ _ _ _ _ of Justice
15. Found in level 3, blind Cavern _ _ _ _ _ .

REMEMBER THIS.....?

THE CORRIDOR OF BLADES : SERIES 4-8 : LEVELS 1-3



This must surely be the most bloodthirsty of creations ever to haunt Nightmare Castle. This particular obstacle was first released upon the hapless Alistair and friends in series four, bringing a cruel end to their quest.

The corridor of blades was a typically simple, yet ingenious addition to Nightmare's weaponry. The dungeoneer would simply travel innocently on a conveyor belt through a corridor when blades would suddenly whizz past - left, right, above, below - all this made worse by the obvious hindrance of no vision ! Guiders would lapse into panic stations, generally each guider would begin to bark instructions at the top of their voices - confusion and a gruesome death were usually the next two stages !

All of which brings us back round to Alistair and team - a classic example of how not to deal with the corridor of blades ! The team were clearly becoming nervous - having reached level three, with their goal in sight, they dashed hurriedly past the dangerous skull ghosts onto the moving floor of the corridor. The passage seemed harmless enough, until Pickle suddenly urged Alistair to move - cue panic stations amongst the guiding team. Within seconds a huge blade sliced Alistair in two, with the young team visibly heartbroken by their failure. By gum, I remember it well !

Ever since this gruesome beginning , the corridor has developed into the ultimate frightener for all teams - they are clearly gripped with fear from the moment they realise what lies before them. Towards the end of Nightmare's history, the corridor became a potential short cut from level one to level three. A clear indication of what an achievement it is to survive the corridor of blades.....

DIFFICULTY: 8 With a cool head, and a quick mind....

GORE FACTOR: 10 Say no more !!

KILLER INSTINCT: 7 Many quests ended here.

FAIRNESS: 7 Asked a lot of younger teams.

Knightmare Review

by Harjinder Lall

Knightmare was a very special game show. It was no ordinary game show, where the contestants came on, and after being made fun at from the host, began their attempts to get the big prize. Nightmare was different.



This show, which lasted from 1987 to 1994, was a mixture of four unique elements. First, there was the element of the quiz show. This took part in the form of wall monsters, jesters or wizards. Riddles and puzzles often played a crucial part in the success of a teams quest. Second, the adventure element came from the fantasy/medieval concept. Magic was involved, and contestants travelled through three levels of a unknown, imaginary world.

The third element was drama. The show involved acting, and this had to be improvised with care, as the actors never knew what the dungeoneers were going to say! The last element was the element of a story within the programme, although this wasn't ever very detailed.

Treguard was the main host (like Bruce Forsyth, if you imagine that). He was in control, he decided what information was given and when it was given. He introduced the programme and concluded it. Unlike any other of the characters, he had a special contact with the audience. Later on in the years, Treguard was given side-kicks Pickle and Majida, who worked as assistants, and helped pass items to the dungeonmaster, as well as giving their own information to the team. They also indirectly changed the feel of the programme without knowing it.

Knightmare was built on the basic idea of a gameshow. It had a host. It had a prize. Not a car, a holiday, a castle, or even a tour of Lord Fear's sewers, but a trophy. The Frightknight trophy to be exact. There are very few people who have earned this reward. The prize is truly classic, and is both contemporary and medieval.

Connotations

The name 'Knightmare' had three connotations to it. The first is 'nightmare'. It is not that the dungeoneers are ment to have a bad experience of the quest, but the journey itself is supposed to be scary, ghostly or unnerving in some way. The team will have an experience into darkness into the unknown, where you won't know where you will go or who you will meet. The people you will come across who will help you, try to kill you or even betray you. It's up to you who you trust. Most had to be treated with care, and often has their own, selfish reasons for helping the lone dungeoneer.

Another connotation is 'Knightmare', the other name of Dunshelm Castle. The general story is about and evolves around Nightmare castle. The show has always been about that castle, even if this wasn't always easily apparent. Nightmare is a reminder of the

history, heritage, magic and events which took place there.

A third connotation that can be identified is the first syllable of the show's name - 'knight'. This implies that the programme is about knights, medieval times, but also fantasy. It is interesting to see how Knightmare has changed and grown over its eight years.

Appearances

Hugo 'Treguard' Myatt made special appearances in the CITV studios. There was one in 1988, I recall, when he asked viewers to design dungeon rooms for him. I have to say that when designs were sent in, Broadsword TV did not use them for the programme itself. Therefore it appears that they are not so much looking for complete designs, but only general ideas. They were looking for elements and features they could modify for their own designs.

Back to the theme of appearances. It's always great to be Treguard appearing on CITV because he is somebody from another time and place, which makes it more interesting. Treguard did three guest appearances in 1991. Two were on Glen Kinsey's 'Summer Mornings' season (which also showed many other great programmes) and the third was with Tommy Boyd. Treguard appeared in his usual costume for each. On his first appearance, he was on a quest, searching for a secret place (can you guess what it was?). As well as that, Treguard announced a competition which involved a very simple question ("How many levels does the dungeon have?").

The viewers also got to see a good, but short clip of the French Knightmare, 'Le Chevalier du Labyrinthe'. The clip shows the dungeoneer in a room called the 'Mills of Doom', and those of you who watched the repeats on the Sci-Fi Channel will know what it looks like:

The French Treguard has no beard, and wears a white shirt together with a sort of red-waist jacket (and grey trousers). He speaks to the team in French, naturally, and says something like "the gate is closed, how will you open it?" The team remains silent, and after a bold order from the Dungeonmaster, the gate obediently grates open.

That is all we get to see, but it gave an interesting insight into the programme. The dungeon is the same, but the main team chamber is different to the one in the English castle. There was no throne or fireplace, and the team stands on a balcony, with the screen set in the far wall. The dungeoneer, incidentally, wears a sort of red, medieval cloak, which looks good. The Helmet of Justice is also exactly the same as the original English one. Perhaps in a later issue we will be able to bring you an in-depth report on the French and Spanish Knightmares.

Hugo's first appearance on Summer Mornings was on his own with Glen Kinsey, but later in the season, he makes a second appearance, together with the other special guests like Grotbags, Jan Downs etc. During part of the breaks between programmes, Treguard, Grotbags, and four other guests were lined up to put on a dance performance.

The performance was short, but very enjoyable! Treguard boldly strolls forward, does a quick twirl, kneels, then rises up again, shoulders moving up and down. Grotbags probably did better, but it nevertheless was a brave attempt by the Dungeonmaster!.

Hugo Myatt's third and last appearance for CITV was alone with Tommy Boyd during the middle of Series 5. The results of another competition was announced (the question being "what was the other name for Hordriss" Answer - Harris). This last visit was okay, but the ones made during the summer had been better

Treguard did only one appearance in 1992, which was just before the start of series 6

in September. Again it was with other guests, but no dance this time because of the small indoor studio of Tommy Boyd. No competition was announced, but Treguard did promote the fact that Nightmare was once again returning to our screens. This visit by the Dungeonmaster was his last to the studios.

Those of you who have been watching CITV for a few years will know that it has undergone a change in presentation. Before there used to be presenters, like Glen Kinsey and Tommy Boyd, but now there is no studio room, and therefore, no presenter. This happened in early 1993, I recall. The problem with this is that it prevents guests from making special appearances, which is a shame.

Actually, I lied earlier. Treguard wasn't the only one to make appearances, the goofy Gundrada also turned up in the middle of series 4 to announce the results of a rather devious competition.

The future

No one knows exactly when Nightmare will be back. I would, however, be very surprised if it wasn't brought back sometime in the future. The 'Tomorrow People' was originally a 70s show, but was brought back in the early 90s. In the last issue of 'The Quest', Tim Child said: "With Nightmare we've gone as far as we can go by allowing people to explore artificial environments. In another three or four years we will be able to go even further than that, and that may be time to bring something like Nightmare back". So there you have it. Optimistically, 1998 could be the year of the return of Nightmare.

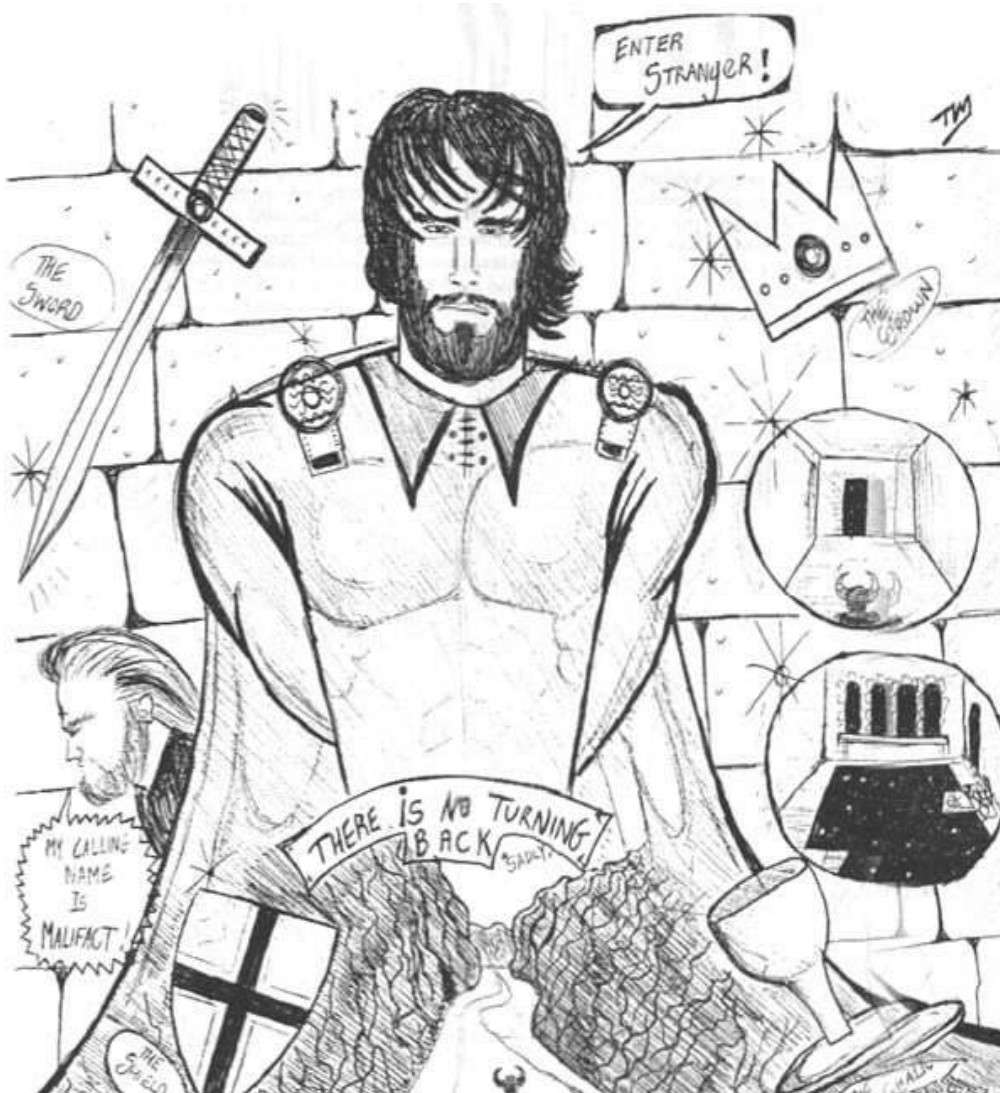
However, the longer it takes for the fantasy adventure show to be brought back, the less likely the actors from series 8 will be in it. If, for example, it was brought back in ten years' time, it's unlikely Hugo Myatt would want to be Treguard. Tim Child still wants to do more series, and he is aware of the demand. I am surprised that Nightmare didn't make its tenth series, as there was still areas to explore further. The Spanish and French Nightmares have sadly also suffered a similar fate, but it may be revived later this year. Apparently, Columbia are interested in making their own version as well!

Tim Child is currently working on new projects, and if successful, should be back on ITV in late 1996 or 1997.

In the mean time, there's not much you can do except write to the Controller of Children's Programmes about Nightmare. But until then, remember, "when time turns once more, and the fire burns as before, and the gauntlet is held down, then, will the Age of Nightmare be found..."

ART DESK

Stoke-on-Trent's Tim Morris is back again, once more showing off his wonderful artistic talents. Lots of people have sent in pictures, keep sending them folks, so don't worry if yours isn't here - it will find it's way onto this page eventually ! Meanwhile, enjoy the following masterpiece.....



DON'T MISS ISSUE 4 !!!

Rosey Collins, younger sister of top contributor Jake, has decided to make sure that each and every one of you will do the right thing, and buy issue four as soon as it comes out. Otherwise, she will set Festus on to you - anyway, why would you want to miss out on what promises to be the best issue ever ? I have great plans for issue four, with new features including a regular quest review section ! An interview seems 99 % certain, and there could even be a brand new design of the whole magazine !!!!!

Thanks to Rosey for the excellent picture, and a customary copy of "Lord Fears Domain" is already yours !!!



The fourth issue of The Eye Shield will be the same price as always - send just £1 or 50p plus an SAE with 43p stamp and it shall be yours !

THE SWORD

Yet another excellent story has reached Eye Shield Towers, this time the author is Tony Nelhams, who has written this adventurous tale. Tony gets a copy of "Lord Fear's Domain" in return. Again, many readers have sent in stories to be printed, and I shall keep each and every one for the future - that's why you should keep sending them in !!! Enjoy.....

Treguard fought Lord Fear one year ago, believing he had finally destroyed him. He didn't realise that Lord Fear was gathering his army of goblins, with Skarkill left in charge. This time, Lord Fear was determined to control all levels of the dungeon, including the dwarf tunnels.

Meanwhile, Motley was attempting to entertain Treguard, as the dungeon master sat in his chair.

Hordriss appeared on the screen before Treguard. "Treguard, Lord Fear has released goblins all around the dungeon."

Pickle hurried downstairs and entered the main room. "What are we going to do ?" asked Treguard.

"We must stop him !" said Pickle. Just then, Hordriss' image was replaced by that of Lord Fear on the screen.

"What do you think of my latest trick, Treguard ?!" sneered Lord Fear. Treguard was furious "you are not playing by the rules, Fear" he bellowed.

Lord Fear merely laughed, and disappeared. Later on, Hordriss arrived at Knightmare Castle. "I've come to help" he said. Pickle remained concerned "We don't have enough time to stop him " he complained.

Hordriss seemed confident "We must retrieve the Sword of Freedom from the third level " he exclaimed.

Treguard knew he had no option, and prepared himself for the quest ahead of him.....

First of all, Treguard found himself in the Hall of Choice - although Treguard had no choice but to go for the Sword of Freedom - his quest. Whilst travelling through the Dwarf Tunnels, Treguard heard some noises in front of him. He thought it must be goblins, and made for the left path as quickly as he could, then turned left again and found Smirkenorff. Treguard walked onto the dragon's back, and asked Smirky politely to take him to level two - no sooner said than done.....

Treguard dismounted the dragon, and made his way through a portal which led to a room containing a barrel. On the barrel was a spy glass, a scroll, and a ring. Treguard held up the spy glass and saw Lord Fear. "Skarkill, is it all going to plan ?". "Everything's going fine, your lordship " said Skarkill " Soon, all of the dungeon will be under our control....."

Treguard hastily replaced the spy glass, and examined the other items. The scroll said " Descend is the only key ! ". Treguard replaced the scroll, collected the ring, and left the room through another portal.

The next room featured only a large iron gate on the far wall. As Treguard stepped forward the gate opened, revealing a descender. Treguard used the descender, and soon enough he was in level three !

Unfortunately, the doorway to the first room was guarded by Skarkill. Treguard used the ring he collected earlier, and as he pointed the ring at his enemy, Skarkill was transported helplessly into the freezing waters of the lake of Dunguard !

Treguard entered the next room, and before him lay the Sword of Freedom - guarded by several goblins. The goblins scurried towards Treguard - who had no option but to hurl the ring towards them - killing them with a powerful blast of magic. Armed with the sword, Treguard headed for Mount Fear - ready for the final conflict.....

Treguard quickly despatched the goblins outside Mount Fear, and threw open the great doors which led to Lord Fear's throne room.

Hordriss began to speak to Treguard. "You must destroy Lord Fear" he said "The Sword is now charmed with powerful magic - use it against Lord Fear, and he will never trouble us for a long time."

Treguard decided to give Lord Fear no time to think, and charged into the throne room, towards the enemy. Treguard plunged the sword into Lord Fear, who simply melted away. As Treguard stepped back, a thunderbolt struck the mountain - the roof was beginning to cave in !!!!

However, Treguard was now spurred on by his triumph, and charged back through the levels - where Pickle and Hordriss were waiting to congratulate him.

"Well done master !" exclaimed Pickle. "Congratulations Treguard" smiled Hordriss.

Treguard was delighted "I don't think we'll be troubled by Lord Fear for a long time to come....."

THE END

LETTERS

Lots of letters to get through, and lots of different topics ! There's two pages of 'em, so get reading !.....

I hadn't realised that Nightmare was actually rejected by C.I.T.V, and I would like to know the address I can write to, to voice my opinions on their decision. Secondly, do you (or any readers) know where I can get a copy of "The making of Nightmare"? It appeared on ITV a while back, but I missed it ! Finally, could The Eye Shield get an interview with Tim Child ? I'm sure lots of fans would love to hear how he came up with such a fresh and challenging TV show.

Tim Morris,
Stoke-on-Trent

O.K. one at a time I think ! If any of you want to send your passionate pleas to those in power, the address to write to is :
Controller of Children's Television,
The Network Centre,
200 Grey's Inn Road,
London,
WC1X 8HF

I'm afraid I know nothing at all about "The Making of Nightmare". Can any readers shed any light on the matter? Finally, I would love to get an interview with Tim Child - but that is much easier said than done! I can but try, and we'll see what happens in issue four! I can't say fairer than that!

[illegible]

I think The Eye Shield is brilliant ! I never realised I was so interesting !! I can't wait for issue three !!!

**David Learner,
Star of 'Fields' !**

Well, that just goes to show that all of the best people
can be seen reading The Eye Shield!
By the way, if you're thinking "He did that joke in
the last issue", then you're absolutely right!
Sorry! Although I can't help but agree with the letter.....

I have always been a huge fan of Nightmare, and I am very pleased that a fanzine is now being produced. Can there be a fan out there who can honestly say they haven't dreamed of appearing on the show. Me and my friends would spend ages talking about each new episode. Let's just hope that someone out there is devising a new series. Meanwhile, keep

James Clarke, Kingswinford

In the quest section of "The Sorcerer's Isle" - one of the Nightmare books, you meet a vampire in a forest. I have finally worked out how to gather all of the items you need to use against it. However, there are two spells to use against it, and although I can find "MAZE", I just cannot find the spell "FOREST PATHS". I hope you can help, as it's really bugging me ! Good luck with issue three !.....

Sorry Jake, but I don't seem to be able to find the spell in the book. Often, the quest section contains a fair number of red herrings to stop readers from trying to cheat ! This might be the case, although it seems that you need to have the spell on this occasion. Perhaps one of our readers can help ????????

REMEMBER HIM.....?

MERLIN : SERIES 1-4 : LEVELS 1-3

Undoubtedly a legend among Knightmare characters, Merlin was everything you would expect from one so steeped in history, magic, and great tales of heroic deeds. John Woodnutt played the part of Merlin with perfect accuracy - clearly Merlin was a somewhat dizzy, scatterbrained old wizard - yet it was equally clear that within this powerful mind lay a rich mine of knowledge, in the form of spells, information, and a never ending supply of incredibly devious riddles.

Merlin was never easy to reach wherever he rested in Knightmare castle - indeed Merlin was frequently discovered towards the end of level two - a signpost to tell the dungeoneer that the final glory was not far away. Series three is perhaps the best example of what an achievement it was to actually reach Merlin. Armed with 'steps' collected earlier in the quest - the team had to form a magical pathway towards Merlin's throne. Even then the hard work had to be done - Merlin's magic was always, without fail, essential to any successful quest. If you failed any of his riddles, Merlin was perfectly capable of killing off any quest simply by refusing to reward you with a spell.

Series two saw Merlin at his most generous - where any team reaching his vast level three chamber would be rewarded with one, or even two spells. This is a typical example of the sheer power Merlin could exert upon any quest - his magical image, dressed in shimmering green robes, suited his position perfectly - this man was literally essential to each and every quest.

Unfortunately, Merlin's gradual disappearance from Knightmare was an inglorious affair. His final series - series four - saw the magical green robes replaced with ragged sackcloth robes which even Sylvester Hands would turn up his nose at. Merlin seemed flat, and lacking in the sparkle which made him one of Knightmare's most popular characters. This was underlined by the final quest of series four, when Merlin had to be freed from the stocks by dungeoneer Giles - surely Merlin's magic was stronger than any other ?! The Merlin of old returned briefly to congratulate Dickon and team - the only winning team of series four. However, the series remained a poor departure for such a strong character. Merlin never returned after series four, yet he still seems very popular judging by some of the letters I have received, let's see if Merlin can make a fitting return in 'Adventure Time', after all - it's in our own hands !!!!!!!

FEAR FACTOR : 2 Some of his jokes were frighteningly bad !!

HUMOUR RATING : 7 The jokes may be bad, yet the spirit is 100% good.

KILLER INSTINCT : 4 He would never kill, but if you don't get a spell from him.....

OSCAR STANDARD : 9 The perfect wizard - spoilt slightly by series four ?

ADVENTURE TIME

You may be wondering why there are two pages of 'Adventure Time' this time, well the answer is quite simple. I have had so many different contributions for this section, I have decided to incorporate little bits of story from as many people as possible. The extra long third instalment has therefore been written by Ben Maydon, Chris Griffin, James Clarke, and Tim Morris (who also contributed the various pictures within the story). Time out has gone, the quest is on

THE STORY SO FAR

Dungeoneer David begins his quest into Nightmare Castle, but as he enters the first chamber (right) the walls of the room begin to shudder. Before long, David is in serious danger as the walls start to move in. A quick escape is made through the only doorway.....

The next chamber is a strange affair, as David is in the same room as several people - although none of them are at all familiar. David is approached by a new Nightmare character named Queen Kalina - the new inhabitant of Mount Fear and supposed new ruler of level one !? David leaves while she is still in a good mood.....

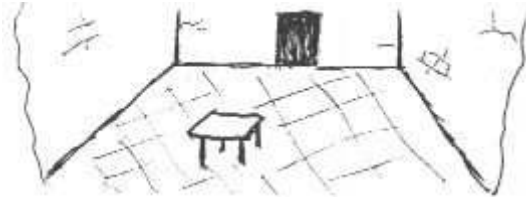
Now, David has left Queen Kalina's chamber, and after travelling through a Dwarf Tunnel, he is faced with one of Nightmare's most fearsome threats - The Block and Tackle !!!!

ADVENTURE TIME PART THREE - THE LEGEND CONTINUES

....David realised what peril he was in. Pickle's voice was quick to offer help "Call out for Kalina" he shouted "She can help you !". Majida was quick to pour scorn on Pickle's idea "What an idiot you are !" she laughed "Can't you tell that Kalina is too powerful to consider helping anyone out but herself !". As Pickle began to sulk, Treguard agreed with Majida "She's right I'm afraid, team. Kalina is not the one to help you here - it's down to your wits and your speed of mind - so hurry!!!" David began to panic, and dashed forward without instruction from his team-mates. "STOP !" screamed one of the guiders. David slipped and landed just at the edge of a gaping hole in the floor. CRUNCH! A huge block slid across the floor, thundering over David's hand, but just missing the rest of him. David leapt up in pain, and shock. A voice from his team spoke out again, and reassured him. "Stay calm David, the only way we can get out is if we move carefully". David was now in serious trouble, with a huge hole down the entire left-hand side of the room, and another hole between himself, and the doorways on the far wall. "Side-step right David, and when we tell you, run for it !!" David was shaking with nerves, and the pain in his hand, but he managed to stagger to his right , then with one sprint forward on his teams instruction, he disappeared through the doorway.

"Warning team ! Life Force energy down to red - but there may be food here for you have reached the clue room.....". David had indeed reached the clue room, and he was quick to notice a small pork pie resting on a ledge near his feet. Within seconds, life force was Green, and David felt on top of the world once more !! David was guided round to the clue objects in the centre of the room. The items were ; a dagger, a bar of

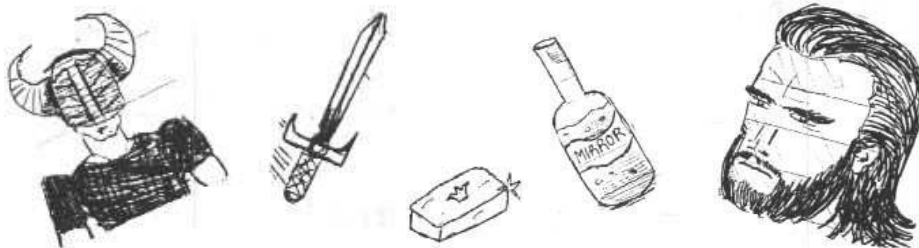
gold, and a potion bottle - labelled "MIRROR". As he surveyed the objects, David nearly jumped out of his skin, when a loud voice boomed out "THIEF ALERT ! NOTHING MAY BE TAKEN FROM HERE WITHOUT MY PERMISSION. STAND STILL DUNGEONEER !"



Pickle, now finished sulking, was confused. Even Majida appeared puzzled. "Master !" said Pickle "What in the underworld is that terrible face on the wall ?!" Treguard attempted to calm Pickle, Majida, and the team "Don't panic" he said, somewhat confused himself, "This is one of the many dungeon wall monsters. Pickle and Majida have never seen its kind before ! However, I'm not sure that even I recognise this one.....". The wall monster spoke out once again "I AM PHELHEIM, AND



YOU MUST ANSWER MY RIDDLE BEFORE YOU GO ANY FURTHER". "SOME SAY I AM THE ROOT OF ALL EVIL. I HAVE A GOLDEN HEAD, A GOLDEN TAIL, BUT I HAVE NO BODY. WHAT AM I ? ". Nothing other than silence emerged from the team. "It's so easy !" said Majida, even though she didn't know the answer herself ! Pickle was more confident "Come on team, try not to 'spend' too much time thinking about it !". Treguard was not impressed "Pickle ! this is not your quest, so kindly stop trying to take over !". However, Pickle's clue was all that David needed "The answer is money" he said. "TRUTH ACCEPTED" boomed the voice of Phelheim. "YOU HAVE DONE WELL. NOW I CAN GIVE YOU A CLUE - YOUR QUEST IS FOR THE CHALICE, THOUGH YOU MAY NOT DRINK FROM IT. YOU WILL NEED TO REFLECT HER GAZE, OR BE TURNED TO STONE ". The evil features of Phelheim melted away. Now the team was faced with the option of what to take. Two objects allowed, and a choice from a dagger, a gold bar, and the mirror potion ????



What do you think David should take ? Choose very carefully, or risk death later in the level ! Keep sending in your contributions to add to the story, perhaps we can hurry things along too, or David will still be in level one when we reach issue 100 !

PUZZLE ANSWERS

ANAGRAMS CHALLENGE

1. HORDRISS
2. PICKLE
3. MAJIDA
4. MERLIN
5. TREGUARD
6. MOTLEY
7. FOLLY
8. SMIRKENORFF
9. ROTHBERRY
10. BROTHER STRANGE

KNIGHTMARE QUIZ

1. OLGARTH
2. GRANITAS
3. MILLS
4. MRS. GRIMWOLD
5. BRANGWEN
6. CEDRIC
7. MACE
8. STRANGE
9. DUNSWATER
10. SKARKILL
11. WINTERIA
12. HORDRISS
13. DREADNORT
14. DAUGHTER OF THE SETTING MOON, WHOSE EYES ARE LIKE
DAGGERS IN THE HEARTS OF MEN WHO GUARD THE GREAT CARAVAN
OF THE SULTAN
15. STILETTA

KNIGHTMARE WORDSEARCH CLUES

1. SPEARS
2. SWORD
3. SHIELD
4. VIM
5. SIDRISS
6. ELF
7. MILDRED
8. CHALICE
9. BRANGWEN
10. CROWN
11. MELLISANDRE
12. FOLLY
13. SPRITE
14. HELMET
15. WIGHTS

BACK ISSUES

Just a quick note for any readers who may have missed out on issues one and two of the magazine. Or, you may wish to replace your old, crumpled issues with a shiny new copy of either one - as there will always be loads of them available ! Each issue costs £1, including postage, and if you are interested, simply write to the address at the foot of this page. All cheques made payable to 'Paul McIntosh'. Don't miss out on these classic issues !!

ACKNOWLEDGEMENTS

As always, there have been several people who have been invaluable in my efforts to complete this issue. The helpful helpers this time are ; Dad, Ray, my Aunty Mary - who made the competition draw with amazing skill !!, Broadsword TV for continued help and assistance whenever needed, Sci Fi Channel, David Learner, Janet Ellicott, Transworld Publishing, Harjinder Lall, Tim Morris, Cathrine Jackson, Jonathan Lee, Jake Collins, Rosey Collins, Tony Nelhams, James Clarke, Chris Griffin, Ben Maydon, and everyone who sent in anything at all - keep sending them, they will be printed !!!!



Thanks for reading this issue, I hope you enjoyed it, and I hope you continue to support the one and only Nightmare fanzine in the universe (probably) !!!
Now, play fair , or Fear play foul, we'll be back again at the allotted hour - English translation ; The Eye Shield will be back with issue four on September 1st. You'd be mad to miss it !

BYE BYE !